

# A Strong Separation for Adversarially Robust $\ell_0$ Estimation for Linear Sketches

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## Standard Streaming Model

- **Input:** Elements of a stream  $\pi$ , which arrive sequentially one at a time (*worst-case*, fixed in advance).
- **Output:** At the end of the stream,  $A$  outputs an approximation of a given function of  $\pi$ .
- **Goal:**  $A$  should use space *sublinear* in the size  $m$  of the input stream  $\pi$ .

## Adversarially Robust Streaming

- **Input:** Elements of a stream  $\pi$ , which arrive sequentially and *adversarially*.
- **Output:** At each time  $t$ ,  $A$  receives an update  $u_t$ , updates its internal state, and returns a *current* estimate  $r_t$ , which is recorded by the *adversary*.
- “Future updates may depend on previous updates”
- **Question:** can we still design algorithms that use sublinear space?

## Distinct Elements Estimation

- Given a stream  $\pi$  of  $m$  elements from  $[n]$ , let  $f_i$  denote frequency of element  $i$ .
- Let  $F_0$  be the number of distinct elements:  $F_0 = |\{i : f_i \neq 0\}|$
- **Goal:** Given a stream  $\pi$  of  $m$  elements from  $[n]$  and an accuracy parameter  $\varepsilon$ , output a  $(1 + \varepsilon)$ -approximation to  $F_0$
- $\Theta(\frac{1}{\varepsilon^2} + \log n)$  space in standard streaming model.
  - Must use randomization to achieve sublinear space!
  - If the stream updates are adaptive, the adversary may (over time) learn something about the internal randomness.

## Main Result

**Theorem 1:** There is a constant  $\varepsilon = \Omega(1)$  so that any linear sketch giving a  $(1 + \varepsilon)$ -approximation to  $F_0$  on an adversarial insertion-deletion stream that uses  $r < n^c$  rows, for a constant  $c > 0$ , can be broken in  $\tilde{O}(r^8)$  queries.

## Overview of our Approach

Construct adaptive attack for the gap  $\ell_0$  norm problem, defined below.

**Definition (Gap  $\ell_0$  Norm Promise Problem):**

Given input  $x \in \mathbb{Z}^n$ , decide whether  $|x|_0 \geq \beta n$  or  $|x|_0 \leq \alpha n$ , for constants  $0 < \alpha < \beta < 1$ . If neither holds, return 0/1 arbitrarily.

**High-level intuition:**

- For query  $x$ ,  $A$  will observe  $Ax$ .
- Some coordinates of the input vector are *significant*, i.e., learned well by the sketching matrix  $A$ , but most of them are not...
  - Ex. If sketching matrix  $A$  has a row  $e_i$ ,  $A$  will observe  $\langle e_i, x \rangle = x_i$  exactly.

**Definition (significant coordinate):**

Coordinate  $i$  is *significant* if there exists  $y \in \mathbb{R}^r$  such that

$$(\text{FRAC}(y^T A)_i)^2 \geq \frac{1}{s} \sum_j (\text{FRAC}(y^T A)_j)^2$$

- WLOG, pre-process  $A$  to obtain a new matrix  $A'$ , which separates the significant coordinates (sparse part) and insignificant coordinates (dense part).

$$A' = \begin{bmatrix} S \\ D \end{bmatrix}$$

**Attack Outline:**

1. Iteratively identify the significant coordinates and set them to zero in all future queries. Our attack algorithm is inspired by the *interactive fingerprinting code problem* (defined below).
2. After we have learned all significant coordinates, the query algorithm must rely on the other coordinates, for which the sketch  $Ax$  only has “small” information.
3. Finally, we design a hard distribution family  $\mathcal{D}$  over  $[-R, \dots, R]$  for the dense part, such that
  - For  $D_p \in \mathcal{D}$  with  $p \in [a, \beta]$ , we have  $\Pr_{x \sim D_p}[X = 0] = p$
  - For any  $q, p \in [a, b]$ , the total variation distance between  $Dx_p$  and  $Dx_q$  is small, i.e.,  $\frac{1}{\text{poly}(n)}$ .

## Interactive Fingerprinting Code

- An algorithm  $\mathcal{P}$  selects a secret set  $S \subset [N]$ ,  $|S| = n$  of coordinates unknown to the fingerprinting code  $\mathcal{F}$
- $\mathcal{F}$  must identify  $S$  by making adaptive queries  $c^t \in \{0, 1\}^N$
- For each query  $c^t$ ,  $\mathcal{P}$  must distinguish between the case that  $c^t = 0^n$  versus  $c^t = 1^n$ .
- BUT:  $\mathcal{P}$  can only observe  $c_i^t$  for  $i \in S$ .
- There exists an interactive fingerprinting code with length  $\tilde{O}(n^2)$  [SteinkeUllman15]

## Conclusions and Future Work

- We also provide efficient  $\text{poly}(r)$  length adaptive attacks against linear sketches over  $\mathbb{F}_p$  and  $\mathbb{R}$ .
- **Open question:** lower bounds against general sketches?